

DECO CASSETTE SYSTEM 3

DECO
CASSETTE
SYSTEM

MANHATTAN

A TRAMPOLINE JUMPING GAME
IN THE CONCRETE JUNGLE OF
MANHATTAN

HOW TO PLAY "MANHATTAN"

- 1 Insert coin(s)
 - 2 Push Player 1 or Player 2 button to start
 - 3 RUN TO GREATEST HEIGHT. DON'T LAUNCH "DECO KID" UNTIL THE TRAMPOLINE IS FULLY REPERCHED
 - 4 As "DECO KID" descends, use the lever to avoid the buildings and obstacles, as well as land him onto the landing bars
 - 5 Points of each bar landed on will be your gain
 - 6 Showing of descending screen is the level in the center of the upper screen
 - 7 Maximum speed of KB will make "DECO KID" to land on the top. When he landing asked on a bar is below 8, he will not jump again (terminal). When over 8, "DECO KID" bounce.
- The landing point of all bars landed on will be awarded as bonus point when you successfully guide "DECO KID" to terminal.
- "DECO KID" can feed his framework in any case.
- 8 3 levels of games action on the screen when "DECO KID" land on the sky scraper room on the right. Push launching button to stop the revolving reel at the highest possible number. These point will be your gain
 - 9 If "DECO KID" lands on all the bars and getting 1, 2, 3, 4, 5 points of level, but will increase by 50 pts
 - 10 The "DECO KID" will be credited as 1000 in these high scores: 3, 1000; 4, 1000; 5, 1000; 6, 1000; 7, 1000; 8, 1000
 - 12 Game is over. When you lose all credits, 400.



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